

Bill acceptor for a gaming machine

Field of the invention

This invention relates to a gaming machine. More particularly, the invention relates to a bill acceptor for a gaming machine and to a method of 5 operating a bill acceptor of a gaming machine.

Background to the invention

It is becoming more and more prevalent for gaming machines to accept "paper" money or bank notes from players wishing to play gaming machines.

10 As a result, more and more gaming machines include bill acceptors for such bank notes.

It is important that a bill acceptor be extremely accurately set to ensure that the insertion of false or counterfeit bank notes is kept to a minimum thereby minimising losses which the gaming machine operator may suffer.

15 Because the bill acceptor is a sensitive item, it may have a tendency to have a high rejection rate. As a result, a gaming machine equipped with such a bill acceptor may not be frequented by players wishing to use bank notes due to the rejection of the bank notes by the bill acceptor.

It is also desirable that, should one wish to alert a technician to the fact 20 that a bill acceptor may be malfunctioning, it be done in a discrete manner so as not to disturb a player playing that gaming machine who may have been using another form of credit such as coins, tokens, cards, or the like.

Summary of the invention

25 According to a first aspect of the invention, there is provided a bill acceptor for a gaming machine, the bill acceptor comprising:
a receiving zone for receiving a bill;
a sensing device at an input region of the receiving zone for sensing at least one characteristic of the bill;
30 a controller in communication with the sensing device for receiving an output signal from the sensing device; and
an annunciator controlled by the controller to be activated when a bill acceptance rate of the controller drops below a predetermined threshold.

The term "bill" is to be understood in this specification, unless the 35 context clearly indicates otherwise, as a form of paper currency such as a bank note. Further, the term "bill acceptance rate" as it is used in this

specification is to be understood, unless the context clearly indicates otherwise, as the number of bills which are accepted in a batch of bills tendered to the gaming machine. It does not refer to the speed with which the controller accepts or rejects a tendered bill.

5 The receiving zone may incorporate a platen on which the bill is received and a slot at an end of the platen into which the bill is to be inserted. The platen may be arranged in a midtrim of the machine.

The sensing device may be arranged within the machine, inwardly of the slot. The sensing device may sense at least one of optical, magnetic and dimensional characteristics of the bill. In use, more than one of these characteristics may be sensed by the sensing device to reduce the prevalence of fraudulent or counterfeit bills.

The receiving zone may include an attracting means for indicating to a patron where the bill is to be inserted into the slot. The attracting means may 15 comprise an array of illuminating elements arranged in the platen of the receiving zone.

In addition, the annunciator may also be arranged in the receiving zone.

The controller may cause the array of illuminating elements to be
20 illuminated in a predetermined, first pattern and the annunciator may be implemented in the form of an illumination of the illuminating elements in a second, different pattern. The illuminating elements may be, for example, light emitting diodes (LED's). The LED's may be arranged in two rows. The rows may converge towards the slot. The first pattern may comprise
25 sequential energising of corresponding LED's in each row followed by sequential de-energising of the corresponding LED's in each row. This may then constitute the first pattern. Upon completion of the first pattern, all the LED's may be energised so that they are all simultaneously illuminated and this may constitute the second pattern being the implementation of the
30 annunciator.

Accordingly, the second pattern may be activated after completion of the first pattern when the bill acceptance rate has dropped below said predetermined threshold. This predetermined threshold may be set as desired by an operator of the gaming machine. For example, the threshold 35 may be a bill acceptance rate of about 70% to 90% of tendered bills,

preferably about 75% to 85% of tendered bills and, optimally, about 80% of tendered bills.

The gaming machine may be connected to a network. When the controller of such a gaming machine is connected to the network, a network monitoring system may monitor the acceptance rate of bills by the controller and may activate an alarm means when the acceptance rate drops below the predetermined threshold. This gives venue operating and service personnel an on-line and immediate indicator of the performance of the bill acceptor of the gaming machine. The monitoring system may activate a visual or audible alarm indicating the need for attention to the bill acceptor.

According to a second aspect of the invention, there is provided a method of operating a bill acceptor of a gaming machine, the method including the steps of:

15 sensing at least one characteristic of a bill inserted into the bill acceptor;

monitoring a bill acceptance rate by a controller; and

activating an annunciator when the bill acceptance rate drops below a predetermined threshold.

The method may include energising illuminating elements of the bill acceptor in a predetermined pattern and, when the bill acceptance rate drops below said threshold, energising the illuminating elements in a second, different pattern, said second pattern of illumination of the illuminating elements serving as the annunciator. The second pattern of illumination of the illuminating elements may follow completion of the first pattern.

25 As indicated above, when the gaming machine is connected to a network, the method may include transmitting a signal on the network to which the gaming machine is connected to a network monitoring system to activate an alarm means when the bill acceptance rate drops below said predetermined threshold.

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Brief description of the drawings

The invention is now described by way of example with reference to the accompanying drawings in which:

Figure 1 shows a perspective view of a gaming machine;

35 Figure 2 shows a block diagram of a control circuit of the gaming machine;

Figure 3 shows a block diagram of a controller of a bill acceptor of the gaming machine;

Figure 4 shows a sequence of illumination of illuminating elements of the bill acceptor of the gaming machine; and

5 Figure 5 shows operation of an annunciator of the bill acceptor of the gaming machine.

Detailed description of the drawings

In Figure 1, reference numeral 10 generally designates a gaming machine, including a game, in accordance with the invention. The machine 10 includes a console 12 having a video display unit 14 on which a game 16 is played, in use. The game 16 is a spinning reel game which simulates the rotation of a number of spinning reels 18. A midtrim 20 of the machine 10 houses a bank 22 of buttons for enabling a player to play the game 16. The 15 midtrim 20 also houses a credit input mechanism 24 including a coin input chute 24.1 and a bill collector 24.2. The mechanism 24 may, in addition to the coin input chute 24.1 and the bill collector 24.2, include a credit card reader (not shown) or any other type of validation device.

The machine 10 includes a top box 26 on which artwork 28 is carried. 20 The artwork 28 includes paytables, details of bonus awards, etc.

A coin tray 30 is mounted beneath the console 12 for cash payouts from the machine 10.

Referring to Figure 2 of the drawings, a control means or control circuit 32 is illustrated. A program which implements the game and user interface is 25 run on a processor 34 of the control circuit 32. The processor 34 forms part of a controller 36 which drives the screen of the video display unit 14 and which receives input signals from sensors 38. The sensors 38 include sensors associated with the bank 22 of buttons and touch sensors mounted in the screen. The controller 36 also receives input pulses from the mechanism 24 30 indicating that a player has provided sufficient credit to commence playing.

Finally, the controller 36 drives a payout mechanism 40 which, for example, may be a coin hopper for feeding coins to the coin tray 30 to make a payout to a player when the player wishes to redeem his or her credit.

The bill acceptor 24.2 includes a platen 42 leading to an input slot 44. 35 An illuminating means in the form of an array of light emitting diodes (LED's) 46 is arranged in the platen 42 of the bill acceptor 24.2.

The bill acceptor 24.2 further includes a sensing device in the form of a sensor array 48 (Figure 3). The sensor array 48 senses optical, magnetic and dimensional characteristics or properties of a bill tendered to the bill acceptor 24.2 of the gaming machine 10. The sensor array 48 outputs signals on line 5 50 to a controller 52. The controller 52 is a bill acceptor controller and communicates with the controller 34 of the gaming machine 10.

The controller 52 includes a group of counters 54. A first counter of the group of counters 54 is incremented each time a bill is accepted by the bill acceptor 24.2.

10 Accordingly, when a bill is tendered to the bill acceptor 24.2 by being placed on the platen 42 it is received in the slot 44 and is drawn into the sensor array 48 by a transport motor 56 under the action of the controller 52. The bill is then sensed by the sensor array 48 which determines whether or not its optical, magnetic and dimensional properties meet the required 15 criteria. If the bill is accepted, the transport motor 56 is again energised which feeds the bill to a receptacle (not shown) contained within the console 12 of the gaming machine 10. The first counter of the group of counters 54 is incremented by one.

Conversely, if the sensor array 48 determines that the bill is 20 unacceptable, the transport motor 56 is operated in the reverse direction and the note is ejected from the slot 44 of the bill acceptor 24.2. A second counter of the group of counters 54 is incremented by one.

After each tender of a bill, the controller 52 updates its calculation of the bill acceptance rate (BAR) according to the formula:

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$$\text{BAR (\%)} = [A/(A+R)] \times 100\%,$$

where A = value of first counter of the group of counters 54; and

R = value of second counter of the group of counters 54.

30 When the acceptance rate as determined by the controller 52 is at or above the predetermined threshold, for example, a BAR of 80%, the array of LED's 46 of the bill acceptor 24.2 is energised in a predetermined, first pattern under the action of the controller controlling a lighting system 58.

35 A typical pattern is as shown in Figure 4 of the drawings and is designated generally by the reference numeral 60. The array 46 comprises

eight LED's 62 arranged in two converging rows 64. The rows 64 converge towards the slot 44 of the bill acceptor 24.2.

Under the control of the lighting system 58, in State 0, all of the LED's 62 remain de-energised. Thereafter, in a first state, the first LED 62 in each 5 row is energised. By "first" is meant those LED's furthest from the slot 44. In the second state, the first LED's 62 remain energised and the second LED's 62 are also energised. Similarly, in the third and fourth states the third LED 62 in each row 64 and fourth LED 62 in each row 64 are energised, respectively. In State 5, the first LED's 62 are de-energised while the remaining LED's 62 in 10 each row remain energised. In the sixth state, the second LED 62 in each row 64 is de-energised and in the seventh state the third LED 62 in each row is de-energised.

It will be appreciated that this happens reasonably quickly to create the impression of the LED's 62 being illuminated towards the slot 44 to create the 15 impression of something being fed towards the slot 44 to act as an attracting means to a patron wishing to insert a bill into the bill acceptor 24.2.

When the BAR is above the predetermined threshold, the pattern 64 continues indefinitely.

However, when the BAR drops below the predetermined threshold, 20 upon completion of the pattern 60, a new pattern (as shown by reference numeral 66 in Figure 5 of the drawings) is interposed between States 7 and 0. In other words, once the last LED 62 in each row 64 of the array 46 has been energised as in the case of State 7, all the LED's 62 in each row 64 are 25 energised before they are all de-energised as is shown for State 0. This new pattern 66 continues to be inter posed between State 7 and State 0 for as long as the BAR remains below the predetermined threshold.

With this arrangement, a technician can, by monitoring the pattern 60, determine whether or not the BAR of the controller 52 is above the required threshold and, if not, is alerted by the annunciator as implemented by the 30 pattern 66 to take the appropriate remedial action.

It is an advantage of the invention that the pattern 66, which functions as the annunciator for the technician, is discrete and that a player playing the gaming machine 10 using other means of credit input, such as coins or a card, is not disturbed by the change in pattern on the bill acceptor 24.2.

35 The gaming machine 10 may be connected to a network in the venue. In that case, the controller 52 feeds information regarding the BAR to a venue

network system 68 (Figure 3) via a network communications line 70. The system 68 then gives venue operating and service personnel an on-line and immediate indicator of the performance of the bill acceptor 24.2 of each gaming machine 10 enabling remedial action to be taken in an expedited 5 manner when the BAR of any gaming machine in the network drops below the predetermined threshold. The system 68 could, for example, activate a visual or audible alarm (not shown) indicating the need for attention to a bill acceptor 24.2 of any gaming machine on the network.

It is an advantage of the invention that a discrete arrangement is 10 provided for determining the bill acceptance rate of a bill acceptor 24.2 of a gaming machine 10, whether networked or not. It will be appreciated that if the controller 52 has a too high rejection rate of bills, the revenue received by the venue in which the gaming machine 10 is installed could be adversely affected as players may not have coins to play the machine instead. 15 Accordingly, it is important that, when a bill acceptor 24.2 of a gaming machine 10 has an unacceptable high rejection rate, remedial action can be taken urgently.

In addition, the manner in which a technician is alerted to a 20 malfunctioning bill acceptor 24.2 takes place in a discrete manner using the invention so that patrons are not disturbed in their playing of the gaming machine.

It will be appreciated by persons skilled in the art that numerous 25 variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.